

APPLICATION FOR UNITED STATES LETTERS PATENT

TITLE: PLAYING CARDS AND BOX THEREFOR

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Related Application

[0001] This application claims the benefit of U.S. provisional application serial number 60/463,683 to David G. Pierre filed on April 18, 2003 and entitled Ancient Egyptian Playing Cards, the subject of which is hereby incorporated by reference.

Field of the Invention

[0002] The present invention generally relates to playing cards and a box for holding the playing cards. More specifically, the playing cards include historical indicia of an ancient culture and are divided into three suits including numbered and non-numbered cards. The playing cards can be used to play a variety of games.

Background of the Invention

[0003] Playing cards are used for playing various games with one or more players. Some known card games include go fish, poker, hearts, pinochle, rummy, blackjack, solitaire and bridge. A conventional deck of playing cards has 52 cards divided into four suits with each suit including 13 cards. Conventional playing cards typically include alphabetic or numerical indicia. These playing cards have a standard rectangular shape and are carried in a rectangular box.

[0004] Examples of playing cards include U.S. Patent No. 5,772,212 to Hagedorn and U.S. Patent No. 5,112,059 to Mundle et al., the subject matter of each of which is hereby incorporated by reference.

Summary of the Invention

[0005] Accordingly, an object of the present invention is to provide playing cards with historical indicia of an ancient culture that is both educational and decorative.

[0006] Another object of the present invention is to provide a set of playing cards including forty two cards having historical indicia of an ancient culture and divided into three suits.

[0007] Yet another object of the present invention is to provide a set of playing cards that can be used to play multiple games.

[0008] Still another object of the present invention is to provide playing cards having historical indicia of an ancient culture and a non-rectangular shape associated with the historical indicia.

[0009] Another object of the present invention is to provide playing cards having a non-rectangular shape and a corresponding box with a non-rectangular shape.

[0010] The foregoing objects are basically attained by a set of playing cards, comprising a plurality of playing cards divided into first, second and third suits. Each suit is divided into a predetermined number of the cards. The cards of the first, second and third suits have a non-rectangular shape. Historical indicia of an ancient culture is disposed on at least one side of each of the cards of the first, second and third suits. The historical indicia has first, second and third distinct categories associated with the first, second and third suits, respectively.

[0011] The foregoing objects are also attained by a method of playing card games with a set of forty-two playing cards, comprising the steps of providing a plurality of playing cards divided into first, second and third suits with each suit being divided into fourteen cards, each of the cards of the first, second and third suits having a non-rectangular shape and including historical indicia of an ancient culture, the historical indicia having first, second and third distinct categories associated with the first, second and third suits, respectively; assigning point values to each of the cards of each of the first, second and third suits with ten of the fourteen cards of each suit being assigned and marked with numbers two through eleven consecutively and four of the fourteen cards of each suit being non-numbered with point values higher than the two through eleven cards; dealing a pre-selected number of the playing

cards to at least one player; and determining a winner based on play with the preselected number of playing cards.

[0012] The foregoing objects are also attained by a one-piece blank for a playing card box, comprising a first substantially triangular main panel with first, second and third edges, the first, second and third edges being substantially the same in length. A first substantially rectangular side panel has first and second edges, the first edge of the first side panel being hinged to the first edge of the first main panel. A second substantially rectangular side panel has first and second edges, the first edges of the second side panel being hinged to the second edge of the first main panel. A second substantially triangular main panel has first, second and third edges, the first, second and third edges being substantially the same in length. A third substantially rectangular side panel has first and second edges, the first edge of the third side panel being hinged to the second edge of the second main panel.

[0013] Other objects, advantages and salient features of the invention will become apparent from the following detailed description, which, taken in conjunction with the annexed drawings, discloses a preferred embodiment of the present invention.

Brief Description of the Drawings

[0014] Figs. 1a – 1f are plan views of playing cards showing a first suit of a set of playing cards in accordance with an embodiment of the present invention;

[0015] Figs. 2a – 2f are plan views similar to Figs. 1a – 1f, showing a second suit of the set of playing cards;

[0016] Figs. 3a – 3f are plan views similar to Figs. 1a – 1f and Figs. 2a – 2f, showing a third suit of the set of playing cards;

[0017] Figs. 4a – 4b are plan views of playing cards of the set of playing cards and not included with the first, second and third suits; and

[0018] Fig. 5 is a plan view of a blank of a box in accordance with the present invention for holding the set of playing cards.

Detailed Description of the Invention

[0019] Referring to Figs. 1a-1f, 2a-2f, 3a-3f, 4a-4f and 5, a set of playing cards in accordance with the present invention includes a predetermined number of cards, such as forty-two, divided into three suits. Each suit includes a preselected number of cards, such as fourteen, and includes both numbered and non-numbered or face cards.

[0020] Each card 10 includes historical indicia 12 on a face surface 14 thereof of an ancient culture, and is shaped in a manner to correspond to the historical indicia. Cards 10 can be shaped to correspond to the ancient culture. For example, cards 10 can have a non-rectangular shape, such as a substantially triangular shape, similar to an ancient structure, such as an Egyptian pyramid. A variety of card games can be played with the set of cards 10 with one or more players. Additionally, the cards 10 via indicia 12 display educational and decorative structures, symbols, images and figures of the ancient culture, such as ancient Egypt.

[0021] The three suits of the set of cards 10 can represent three categories of the ancient culture. For example, the first suit can be designed as a structure of the ancient culture, such as a pyramid of ancient Egypt, the second suit can be designated as a symbol of the ancient culture, such as the Egyptian ankh, and the third suit can be designated as another structure of the ancient culture, such as the Egyptian sphinx. In addition to historical indicia 12, the numbered cards of each suit include indicia 16 of numbers on their face surfaces 14 and the non-numbered cards include alphabetic indicia 18. Historical indicia 12 on the non-numbered or face cards can be images of the ancient culture, such as the Egyptian deity Ra, Egyptian Pharaoh, and Egyptian queen and priest.

[0022] As seen in Figs. 1a-1f, cards 10 include historical indicia 12 of the first suit, such as a pyramid. Numbered cards 10 of the first suit also include a number indicia 16. Indicia 16 of individual numbered cards 10 can include consecutive numbers, such as from two (see Fig. 1a) to eleven (see Fig. 1b) resulting in ten cards numbered two through eleven. In addition, the historical indicia 12 of each numbered card 10 of the first suit corresponds to the number indicia 16. For example, as seen in Fig. 1a, card 10 includes indicia 16 of the number

“2” and historical indicia 12 includes two pyramids corresponding to number indicia 16. Similarly, as seen in Fig. 1b, card 10 includes indicia 16 of the number “11” and historical indicia 12 includes eleven pyramids. Numbered cards 10 numbered between cards “2” and “11”, i.e. three through ten, also include corresponding number indicia 16 and historical indicia 12, as described with respect to the number “2” and the number “11” cards.

[0023] The non-numbered or face cards 10 of the first suit include alphabetic indicia 18 with historical indicia 12. Historical indicia 12 includes images related to the ancient culture, such as an Egyptian Ra, pharaoh, queen or priest and alphabetic indicia 18 corresponds to historical indicia, such as the letters “R”, “Ph”, “Q” and “Pr”. For example, as seen in Fig. 1c, the card 10 includes indicia 12 of an image of a priest and indicia 18 includes the letters “Pr.” Likewise, card 10, as seen in Fig. 1d, includes indicia 12 of an image of a queen and indicia 18 includes the letter “Q”, card 10, as seen in Fig. 1e includes indicia 12 of an image of a pharaoh and indicia 18 includes the letter “Ph”, and card 10, as seen in Fig. 1g, includes indicia 12 of an image of a Ra and indicia 18 includes the letter “R.”

[0024] The non-numbered cards 10 of the first suit can also include an informational indicia 20 identifying the suit as well as the image displayed via historical indicia 12. For example, card 10 of Fig. 1c includes information indicia 20 of “PRIEST PYRAMID” thereby indicating that the card is of the priest face card of the pyramid suit. Cards 10 of Figs. 1d-1e include similar informational indicia 20.

[0025] As seen in Figs. 2a-2f, cards 10 include historical indicia 12 of the second suit, such as an ankh. Numbered cards 10 of Figs. 2a and 2b of the second suit include number indicia 16 of consecutive numbers two through eleven and corresponding historical indicia 12 of ankh images, in the same manner as described above with respect to Figs. 1a and 1b. Non-numbered or face cards 10 of Figs. 2c-2f of the second suit include historical indicia 12 of a Ra, pharaoh, queen and priest, and corresponding alphabetic indicia 18 and informational indicia 20 in the same manner as described with respect to Figs. 1c-1f.

[0026] As seen in Figs. 3a-3f, the cards 10 include historical indicia 12 of the third suit, such as a sphinx. Numbered cards 10 of Figs. 3a and 3b of the third suit include a number indicia 16 of consecutive numbers two through eleven and corresponding historical indicia 12

of sphinx images, in the same manner as described with respect to Figs. 1a and 1b. Non-numbered or face cards 10 of Figs. 3c-3f of the second suit include historical indicia 12 of a Ra, pharaoh, queen and priest, and corresponding alphabetic indicia 18 and informational indicia 20 in the same manner as described with respect to Figs. 1c-1f.

[0027] As seen in Figs. 4a – 4b, additional cards 10 can be provided with historical indicia 12, such as Egyptian images of a mummy or doghead, that would not be included with any of the three suits. Instead, these additional cards 10 are wild cards. Like the non-numbered cards of the three suits, the wild cards 10 can also include alphabetic indicia 18 of the letters “M” or “D” corresponding to the image on the card.

[0028] As seen in Fig. 5, a box 30 for holding the set of playing cards 10 has a shape corresponding to the shape of the cards 10, such as substantially triangular. The box 30 is formed of a one-piece blank 32 including first and second substantially identical main panels 34 and 36 which are generally triangular in shape, and first, second and third side panels 38, 40 and 42 which are substantially rectangular in shape. First main panel 34 includes first, second and third edges 44, 46 and 48 of substantially the same length. Similarly, second main panel 36 includes first, second and third edges 50, 52 and 54. The edges 44, 46, 48 50, 52 and 54 can have an approximate length of about 4 inches. First side panel 38 includes first and second longitudinal edges 56 and 58 with first edge 56 being hinged to first edge 44 of the first main panel 34. Second side panel 40 includes first and second longitudinal edges 60 and 62, with the first edge 60 being hinged to the second edge 46 of the first main panel 34. Third edge 48 of first main panel 34 is a free edge. The second edge 62 of the second side panel 40 is hinged to the first edge 50 of second main panel 36. Third side panel 42 includes first and second longitudinal edges 64 and 66 with the first edge 64 being hinged to second edge 52 of the second main panel 36. The third edge 54 of the second main panel 36 is a free edge.

[0029] The box 30 is formed by folding main panels 34 and 36 and side panels 38, 40 and 42 about the hinged areas so that side panels 38, 40 and 42 extend between main panels 34 and 36 and are substantially perpendicular with respect main panels 34 and 36. The side flaps 68 and 70 can be added to the blank of box 30 to facilitate attachment of the first and

third side panels 38 and 42 with second and first main panels 36 and 34, respectively. Side flaps 68 and 70 extend from second edge 58 of first side panel 38 and second edge 66 of third side panel 42, respectively. Either of side flaps 68 and 70 can include adhesive 72. Tabs 74, which extend from the ends of any one of first, second and third side panels 38, 40 and 42, can also be provided with adhesive 76 to facilitate closure of box 30. The box 30 can also include historical indicia that corresponds to the historical indicia 12 of cards 10.

[0030] To play games with the cards 10, each card 10 within a respective suit is assigned a point value. The point values of the numbered cards 10 of each suit are equal to their respective number indicia 16. For example, card 10 of Fig. 1a has a point value of two, and card 10 of Fig. 1b has a point value of eleven. The non-numbered or face cards of each suit, such as cards 10 of Figs. 1c – 1f, represent point values higher than the numbered cards in the following ascending order: priest, queen, pharaoh, and Ra. The two wild cards, i.e. the mummy and doghead, can be any point value.

[0031] Examples of games that may be played with the set of playing cards 10 in accordance with the present invention include the following:

Example 1: Dynasty

[0032] The object of this game is to collect all of the non-numbered or face cards 10, i.e. Ra, pharaoh, queen and priest, of one suit, i.e. pyramid, ankh and sphinx. Each player is dealt 4 cards. The remainder of the deck is placed face down on the table and the top card from the deck is placed face up on the table next to it to start a “discard pile.” To play, each player must draw one new card and then discard one card from their hand. A player may draw a card from the deck or pick up the top card of the “discard pile” or pick a card from another player’s hand. If the player wants to keep the drawn card, another card in their hand must be discarded. When the last card of the deck is drawn, the discard pile may be reshuffled to continue drawing. As play progresses, each player will try to collect a Ra, Pharaoh, Queen, and Priest card of one suit to create a dynasty. When a player has all four cards of the dynasty in their hand, they can declare “Dynasty” and show their hand to win. The wildcards can be used for this game to substitute for any other non-numbered or face card in the set.

Example 2: Down The Nile

[0033] The object of this game is to dispose of all the cards 10 in the player's hand. Each player is dealt 4 cards. The remainder of the deck is placed face down on the table and the top card from the deck is placed face up on the table next to it. The "card in play" is the card that is placed face up on the table. Players then take turns at play. To play, each player chooses a card from his/her hand to match either suit or the numerical value of the "card in play". For example, if the card in play is the "4 of pyramids," the player can choose to play the "4 of Sphinx, the "4 of Ankh", or any other Pyramid card. The first player to dispose of the last card in their hand by matching it to the "card in play" wins.

Example 3: Forty-Two

[0034] The object of this game is to collect cards of the same suit that add up to the number forty-two without going over. Each player is dealt five cards. After the cards are dealt, the remainder of the deck is placed face down on the table. The players then take turns at play, keeping five cards in their hand at all times. A "discard pile" should be started by the first player, with cards face up on the table next to the deck. At the beginning of the game, each player should add up the cards in their hand, and determine whether they need to draw higher cards or lower cards to total forty two. To play, each player must draw one new card and then discard one card from their hand. A player may draw a card from the deck or pick up the top card in the "discard pile." For this game, the Ra card will always have a value equal to 1. In the first turn of play, players may "pass" their turn if they want to keep the cards in their hand. Play continues until either one player "calls" the game or until the deck (draw) runs out. The player who has the hand of cards coming closest to the value of forty two (without going over) wins. To use the wild cards for this game, the dealer may set the value of the wild card before the hand is dealt. The value of the wild card can be any number from 1 to 14.

Example 4: Thirty-Three

[0035] The object of this game is to acquire a hand that is equal to thirty three. This game involves acquiring all three of the number eleven “11” cards i.e., 11 of Ankh, 11 of Pyramid, 11 of Sphinx or combination of the same suit of cards that would equal thirty three. In addition to these cards, the Doghead or wild card will have to be acquired to have a full winning hand because those cards are out of suit. Four cards are dealt to the respective players. The deck is then placed face down with one card face up next to it. The first player must either pick up the face card or pick from the deck. If the player does either he must dispose of one of the cards in his hand. However, if one player happens to win the hand, the second player with the next closes hand to thirty three wins. A player cannot have a count of cards greater than thirty three. For example, if the second and third player have thirty four and thirty two respectively, by whatever combination, the second player would win because he is closer to thirty three without going over.

Example 5: Mastaba

[0036] The object of this game is to match all cards within each respective suit by building up the three suits in ascending order beginning with the Ra cards. Lay 6 cards out in a row from left to right. The first card in the row must be laid face-up. The following 5 cards laid face down. On the second row, the second card is laid face up followed by four additional cards are laid face down. Continue the outlay of cards until your final card is face up, totaling 15 cards facing down and 6 cards facing up. There should be a pile of cards, 1 through 6. Match cards of different suits or rank to build a pile. Any card may be placed on top of any card in a descending value, but it has to be of a different suit. Once no more moves can be made on the table then start dealing from the remaining deck of twenty-one cards. Cards may then be dealt in groups of three. Only the top card is to be played. If the top card is a Ra card, this card must be placed aside to enable you to start to build up the suit.

Example 6: Gin Mummy

[0037] The object of this game is to form in the player's hand matched sets consisting of groups of four cards and the mummy or wild card. This game involves obtaining any three of the four face cards of similar suit (Ra, Pharaoh, Queen, or Priest) or numerical cards in sequential value (groups of 3 of a kind) and the Mummy. Four cards are dealt per person. Each player takes a turn drawing a card from the deck either choosing to keep the drawn card or place it down face up. The next player takes his turn in sequence. The first player to obtain three of any high cards or a sequence of cards and the Mummy wins. The doghead or wild card may be substituted for any one of the face cards.

[0038] While a particular embodiment has been chosen to illustrate the invention, it will be understood by those skilled in the art that various changes and modification can be made therein without departing from the scope of the invention as defined in the appended claims.